AFCRL-66-364

APPLIED RESEARCH ON IMPLEMENTATION AND USE OF LIST PROCESSING LANGUAGES

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Contract No. AF19(628)-5026

Project No. 4641

Task No. 464102

FINAL REPORT

Period covered: January 1965-January 1966

Date of report: May 1966

Prepared for

AIR FORCE CAMBRIDGE RESEARCH LABORATORIES
OFFICE OF AEROSPACE RESEARCH
UNITED STATES AIR FORCE
BEDFORD, MASSACHUSETTS

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ABSTRACT

This final report on Contract No. AF19(628)-5026 contains a summary of the five major tasks performed during the one-year duration of the contract. The work performed consisted of: 1) a variable-precision floating-point package for the solution of problems requiring very high precision, 2) extension of and improvements to the software system developed under an earlier contract, 3) assistance in the implementation and validation of a LISP Compiler, 4) development of a program for powerful manipulation of symbolic text (TECO), and 5) specification of a set of generalized display routines for visual communication with the computer. All work done related to the M-460 research computer at AFCRL.

CONTENTS

Appendix A

VARIABLE PRECISION FLOATING-POINT PACKAGE

I. SUMMARY OF OBJECTIVES

A. Investigate and evaluate techniques for the implementation of processors for list-processing languages. Consider possible extensions to, in particular, the LISP language, and investigate the corresponding problems of implementation.

B. Study techniques, including use of visual display devices for facilitating convenient interaction between an on-line user and a computer system. Extend the techniques for on-line debugging and program modification already in use in the AFCRL LISP system.

C. Apply the results of these studies to the implementation of a "second-generation" version of the on-line LISP list-processing system currently in operation on the AN/USQ-17 computer at AFCRL. Develop techniques for the convenient modification and updating of this programming system.

II. SUMMARY OF TASKS PERFORMED

Variable-Precision Floating-Point Package

Some problem areas in the Data Sciences Laboratory require the use of floating-point operations with very high precision. Although routines were available for floating-point operations on the M-460, the 45-bit mantissa available with these routines did not provide sufficient precision. Hence a new set of routines allowing indefinite precision was designed and constructed.

The range of numbers dealt with by these routines was not increased; 14 bits for the exponent plus a single sign bit was still utilized. The precision is indefinitely extensible, however, in increments of 30 bits beyond the minimum 45-bit mantissa. A total of 14 routines comprise the package, including routines for addition, subtraction, multiplication, division, comparison, conversion to and from fixed-point form, moving, input and output. Other functions available in the package, such as shifting, normalizing and conversion from signed magnitude to 1's complement form, are intended primarily for use by the more user-oriented routines mentioned above; but they may also be used by the programmer for more sophisticated operations.

Each routine determines the precision required for that operation by a number in one of the index registers (b6) on entry to the routine. This number represents the number of full computer words (of 30 bits each) necessary to contain the mantissa beyond the minimum 45 bits. Other index registers contain other parameters appropriate to the particular routines.

The division operation is the only exception to the variable-precision nature of the package. Since the problem areas for which the routines were constructed did not require division and the implementation problems were considerable, a single-precision (45-bit) routine was prepared to be compatible with the rest of the package, i.e., coded in the RAP language with similar calling sequences, word formats and general conventions.

The input-output routines do not communicate directly with peripheral devices but, rather, with a character buffer which in turn is utilized by the general I/O routines in the M-460 software such as "typel" and "flexinl". Completely general format is permitted allowing for decimal exponential notation, integer, fixed-point, etc.

A separate group of routines was also prepared for single-precision floating-point numbers. This was felt to be desirable because of the considerable saving in speed possible with single-precision floating-point arithmetic by using separate routines rather than the single-word case of the variable-precision routines. These routines have calling sequences identical to their variable-precision counterparts so that a user program could be checked out with the single-precision routines, then expanded by merely changing the names of the routines called.

Updated and expanded documentation of this package is given in Appendix A to this report.

M-460 Assembly Language System

As a result of work done under a previous contract, many basic software routines were available for providing such necessary functions as editing symbolic source programs, assembling, loading and linking separately assembled subprograms, debugging in symbolic language using the on-line flexowriter, using magnetic tape for memory dumps, etc. The system developed to control all of these functions had many inadequacies which required substantial work during the course of this contract in order to have available a smoothly-running, efficient and well-integrated system.

In addition to innumerable small tasks performed on a day-by-day basis to improve operation of the entire software package, such functions were performed as preparing library tapes containing certain system subroutines for use by applications programs independently of the system, relocating portions of the system to various areas of core memory, making a minimum form of the FILER to be used independently of the remainder of the system, and adding some primitive TIC-like functions to the FILER. Several other features were added to the FILER to facilitate the simultaneous use of all magnetic tape units for speedier operation and allow for the use of multiple copies of a file with a given name on one reel of tape. The latter features and associated command characters are described in Appendix B to Quarterly Status Report No. 2.

LISP Implementation

Assistance was given to members of the AFCRL research staff in the implementation of the LISP compiler on the M-460. This work included editing and compiling portions of the compiler written in the LISP language using the previous version of the compiler, checking out the results of compilation, etc.

TECO

A program named TECO (Tape Editor and Corrector) was developed using specifications for similar programs written for the PDP-1 and PDP-6. This program will permit the use of the Type 340 display device attached to the M-460 for program debugging and updating dealing with generalized text strings. Of particular interest is the ability to operate flexibly on LISP statements with visual verification of the manipulations performed.

TECO uses an on-line command language (which permits macro definitions, conditionals, etc.) to control input-output as well as text operations. The macro language allows the most sophisticated search, match and substitution operations as well as simple typographical corrections to text.

Although the existing input-output routines in the M-460 software system have been used to the maximum extent possible, it was necessary to develop new routines for use of the display device. This work was performed in conjunction with the generalized display routines described below.

Generalized Display Package

The Type 340 display device interfaced to the M-460 enables powerful graphical techniques to be used for on-line problem solving. Both line-drawing (using incremental vector hardware) and alphanumeric (using character generation hardware) facilities may be used to great advantage in the preparation and checkout of list-oriented programs.

Sinc the specific techniques to be used will be determined largely by experimentation, it is desirable to have a flexible system within which many graphical techniques can be investigated. Specifications were prepared for a set of primitive routines to perform the necessary functions of display initiation and regeneration, display buffer maintenance, object identification, simple object generation (points, lines, circles, characters, etc.), light-pen identification, and utilization of hardware features of intensity control, character angle control, etc. These routines will be implemented under a separate contract.

III. PERSONNEL AND PUBLICATIONS

Personnel

The following personnel of Adams Associates have been the principal participants in the work done under this contract:

Roy M. Salzman	Supervisory Analyst
Donald E. Ellis	Programmer Analyst
John S. Hermistone	Programmer Analyst
Thomas A. Flaherty	Senior Programmer
Marlene E. Ponton	Senior Programmer

Publications

Other than the Quarterly Status Reports and this final report, no publications have been required by or produced under the terms of this contract.

APPENDIX A

VARIABLE PRECISION FLOATING-POINT PACKAGE

I. INTRODUCTION

The original floating-point arithmetic package for the Univac 460 allowed for a 14-bit exponent, 45-bit mantissa and a single sign bit. Since precision permitted by the size of the mantissa was not adequate for some problems, a variable-precision package was developed to provide basically the same arithmetic functions but with no limit on the length of the mantissa. The only function not available in the variable-precision version is floating-point division. This operation is available in the package as a single-precision routine with similar conventions since no need could be seen for variable precision in this operation. Input and output routines have also been added to facilitate communication between the package and the user routines.

The scale of the numbers which can be handled by this new package is the same as with the previous set of routines since the exponent and the basic mode of representation are unchanged.

II. PROGRAM CHARACTERISTICS

Number Representation

The floating-point binary number format used is a 1-14-n format with one common sign bit indicating the sign of the total numerical quantity, a 14-bit exponent with a bias of 20000_8, and an n-bit mantissa where n=30(m)+15; m=1,2,3,---. Thus each floating-point number requires m+1 30-bit storage registers. The mode of representation is 1's complement rather than the more usual signed magnitude representation. Using this mode, a negative floating-point number is a complete 1's complement of its positive counterpart. The number format may be diagrammed as follows:

	Word 1	Word 2	Word 3
1.0=	20001 40000	0000000000	0000000000
	Exponent ←	mantissa	→
-1.0=	57776 37777	7777777777	7777777777
	Exponent with sign bit ←	mantissa	→

Summary of Routines

FLAD - floating-point addition
FLSB - floating-point subtraction
FLTMUL - floating-point multiplication
FLTDV - floating-point division

FLTCOM - floating-point comparison
FLTFIX - floating-point to fixed-point conversion
FXTFLT - fixed-point to floating-point conversion
NUMIN - input a floating-point number from a packed buffer
NUMOUT - output a floating-point number to a packed buffer
FLTMOV - move a floating-point number from one area to another
CTOSM - convert from signed magnitude to 1's complement
RSHIFT - right shift a floating-point number and adjust exponent
LSHIFT - left shift a floating-point number and adjust exponent
FLTNORM - normalize a floating-point number
GET1 - input a single character from a packed buffer
PUT1 - output a single character to a packed buffer

The first nine of the above routines would normally be used by the application programmer to perform floating-point arithmetic and input-output operations. The last seven routines may also be used, but their primary purpose is to perform appropriate utility functions for the first nine.

Calling Sequence Convention

The basic input arguments to the primary (first nine) sub-routines are contained in the A and Q registers upon entry to the routine. Normally, A contains the address of the first operand, Q the address of the second operand, and C(FLTN) the number of words required for the mantissa of the operands. In the case of fixed-point to floating-point conversion, b7 contains the binary-point position of the fixed-point quantity.

Output of the arithmetic function routines (FLAD, FLSB, FLTMUL, FLTDV) is left in registers AF through AF+C(FLTN). The C(FLTN) is never altered by the subroutines and therefore need not be set up before every call. It should be set initially and at such time as the length of the data changes.

III. SUBROUTINE DESCRIPTIONS

The 16 subroutines referred to above are described in detail on the following pages.

FLAD

Function

To add two floating-point numbers of variable length (format 1-14-m) and store the normalized sum in a common storage area.

Calling Sequence

```
lda   x
ldq   y
rj    flad
(normal return)
```

Input

x - address of first word of X
y - address of first word of Y
n - number of words - 1 stored in FLTN

Output

Z(1)-Z(n+1) - floating-point sum of X and Y stored in AF(1)-AF(n+1).

Subroutines Used

CTOSM, FLTNORM, FLTMOV, RSHIFT

Storage Areas Read

X(1) - X(n+1), Y(1) - Y(n+1), FLTN

Storage Areas Written

AF(1)-AF(n+1), SIGN, SIGN1, SIGN SWITCH, FLTNUM(1)-FLTNUM(n+1), FLTEXP, AFSIGN

Method

1. Convert addends to signed magnitude format.

2. Calculate a shift factor k
   $t = |exp(x)| - |exp(y)|$

   $k = |t|$

3. Shift smaller addend right k places in order to line up binary point.

4. Set

   $x = a_1 2^{-15} + a_2 2^{-30} + \ldots + a_m 2^{-15m}$

   $y = b_1 2^{-15} + b_2 2^{-30} + \ldots + b_m 2^{-15m}$

   where

   $m = 1$ to $(2n+1)$

5. Add (for range of m)

   $W_m = b_m 2^{-15} + a_m 2^{-15m}$

   set $W_0 = 0$

6. Combine W's to form sum z

   for $m = (2n-1)$ to 1; r = overflow

   $$z_{\frac{m+1}{2}} + r_{\frac{m+1}{2}} = W_{m-1} 2^{-15} + W_m + r_{\frac{m+1}{2}}$$

   for $m = 2n+1$

   $$z_{n+1} + r_{n+1} = W_{2(n-1)} 2^{-15} + W_{2n+1}$$

7. If r_1 is equal to zero, go to step 8.
   If r_1 is not equal to zero, shift entire sum right and adjust exponent accordingly.

8. Insert exponent

   $$z_1 + \exp(z) \cdot 2^{-15} \longrightarrow z_1$$

9. Convert addends back to 1's complement.

10. Normalize sum.

Error Conditions

If the exponent of the result z exceeds 37777, control is transferred to "flterror." A STOP 4 halt will result and the address at which the error occurred will appear in the A-register.

FLSB

Function

To subtract one variable-length floating-point number (format 1-14-m) from another of the same length and store the normalized difference in a common storage area.

Calling Sequence

```
lda    x
ldq    y
rj     flsb
(normal return)
```

Input

x - address of first word of X
y - address of first word of Y
n - number of words - 1 stored in FLTN

Output

Z(1)-Z(n+1)- floating-point difference of X and Y stored in AF(1)-AF(n+1).

Subroutines Used

FLAD

Storage Area Read

X(1) - X(n+1), Y(1) - Y(n+1), FLTN

Storage Area Written

AF(1)-AF(n+1)

Method

1. Complement floating-point number y.
   Save original sign.

2. Go to add x and y (see FLAD for method).

3. Restore y to original sign.

Error Conditions

None except those provided by FLAD.

FLTMUL

Function

To multiply two floating-point numbers of variable length (format 1-14-m) and store the normalized result in a common storage area.

Calling Sequence

```
lda    x
ldq    y
rj     fltmul
(normal return)
```

Input

x - address of first word of X
y - address of first word of Y
n - number of words - 1 stored in FLTN

Output

Z(1)-Z(n+1) - floating-point product of X and Y stored in AF(1)-AF(n+1)

Subroutines Used

CTOSM, FLTNORM

Storage Areas Read

X(1) - X(n+1), Y(1) - Y(n+1), FLTN

Storage Areas Written

AF(1)-AF(n+1), FLTNUM(1) - FLTNUM(2n+1), SIGN

<u>Method</u>

1. Let $x = a_1 2^0 + a_2 2^{-15} + a_3 2^{-45} + \ldots + a_t 2^{-15(2t+3)}$

$t \neq 0,1$
$t = 2-(n+1)$

Let $y = b_1 2^0 + b_2 2^{-15} + b_3 2^{-30} + \ldots + b_s 2^{-15(s-1)}$

$s \neq 0,1$
$s = 2-2(n+1)$

2. Then for $i = 1$ to s

$j = 1$ to t

calculate

$$2b_i\left(\frac{a_j - 1}{2}\right) + b_i = C_k$$

$$C_k = d_1 2^0 + d_2 2^{-15} + d_3 2^{-30}$$

3. If $j = 1$ or 2

set: $f_{i+j-1} = d_1 2^0 + f_{i+j-1}$

$f_{i+j} = d_2 2^{-15} + f_{i+j}$

$f_{i+j} = d_3 2^{-30} + f_{i+j+1}$

4. if $j \neq 1$ or 2

set: $f_{i+j} = d_1 2^0 + f_{i+j}$

$f_{i+j+1} = d_2 2^{-15} + f_{i+j+1}$

$f_{i+j+2} = d_3 2^{-30} + f_{i+j+2}$

5. Sum intermediate results

$$Z_{n+1} + r_1 + f_{2n+1}2^{-15} + f_{2n}$$

$$Z_n + r_2 = f_{2n-1}2^{-15} + f_{2n-2} + r_1$$

$$\vdots$$

$$Z_1 = f_1 + r_{n+3}$$

Notes

1. Length of input is limited only by amount of storage reserved for a working area. Presently the maximum word length is 10.

2. To avoid an error, both words should occupy the same amount of storage. If one input value is shorter, it should be filled with zeros.

Error Conditions

None.

FLDV

Function

To divide a pair of floating-point numbers each of length 2 (format 1-14-45) and store the normalized result in a common storage area (AF,AF+1).

Calling Sequence

```
lda   x
ldq   y
rjp   fldv
(normal return)
```

Input

x - address of first word of X
y - address of first word of Y

Output

Z(1),Z(2) - floating-point quotient of X/Y stored in AF,AF+1

Subroutines Used

CTOSM

Storage Areas Read

X, X+1, Y, Y+1

Storage Areas Written

AF,AF+1, DVHP1, DVHPR1, DVHP2, DVHPR2, FLTNUM, FLTNUM+1

Method

1. Change representation to signed magnitude.

2. Compute exponent by subtraction.

3. If X = 0 go to step 9

4. If Y = 0 go to step 10

3. Separate divisor, Y, into two signed words Y1, Y2

$$Y = Y1 + Y2$$

4. Divide X value by Y1

$$X/Y1 = X1 + \text{remainder}$$

5. Divide remainder by Y1

$$\frac{Rem}{Y1} = X2$$

6. Get correction

$$\frac{2(X1)Y2}{Y1}$$

7. Set result

$$Z = X1 + X2 + \text{bias} - \frac{2(X1)Y^2}{Y1}$$

8. Store result in AF,AF+1, two's complement. Return to user.

9. Set AF,AF+1 to 0 and exit.

10. Set AF,AF+1 = $\pm\,\alpha$ depending on X; exit.

FLTCOM

Function

To compare arithmetically two variable-length floating-point numbers (format 1-14-m). Control is returned to one of the three locations following the call depending on the relationship between the numbers.

Calling Sequence

```
lda   x
ldq   y
rj    fltcom
(return 1 if x < y)
(return 2 if x = y)
(return 3 if x > y)
```

Input

x - address of first word of X
y - address of first word of Y
n - number of words - 1 stored in FLTN

Output

None

Subroutines Used

FLSB, LSHIFT

Storage Areas Read

X(1)-X(n+1), Y(1)-Y(n+1), FLTN

Storage Areas Written

FLTNOT

lethod

1. Check X and Y for like signs.

2. If signs are not alike, choose positive value as the greater and transfer control to proper return.

3. If signs are alike and positive, calculate K.

   K = exp(x)-exp(y)

   a. if K < 0 then X < Y

   b. if K > 0 then X > Y

   c. if K = 0 then go to FLSB

      subtract:

        X-Y = Z

      if Z > 0 then X > Y

      if Z < 0 then X < Y

      if Z = 0 then X = Y

   d. transfer control to proper return

4. If signs are alike and negative, complement both values. Then calculate K.

   K = exp(x)-exp(y)

   a. if K < 0 then X > Y

   b. if K > 0 then X < Y

   c. if K = 0 then go to FLSB

      subtract

        X-Y = Z

      if Z < 0 then X > Y

      if Z > 0 then X < Y

      if Z = 0 then X = Y

d. Restore original signs of input

e. Transfer control to proper return

Error Conditions

None.

FLTFIX

Function

To convert a variable-length floating-point number (format 1-14-m) to a fixed-point number and store the binary point β.

Calling Sequence

```
lda    x
ldq    y
rj     fltfix
(normal return)
b7 contains the binary point (β) on return
```

Input

x - address of first word of floating-point number X to be converted

y - address of first word of area into which fixed-point number Y should be stored

n - number of words - 1 stored in FLTN

Output

β - binary point of number generated

Y(1)-Y(n+1) fixed-point X

Subroutines Used

LSHIFT, FLTMOV, CTOSM

Storage Areas Read

X(1) - X(n+1), FLTN

Storage Areas Written

SIGN, FLTNUM, Y(1) - Y(n+1)

Method

1. Set $X = |X|$; save original sign.
2. Move input to f (working storage - FLTNUM)

   for m = 1-(n+1)

   $$f_{m+1} = X_m$$

3. Set $f = f \cdot 2^{-14}$ by shifting left 14 places. This left justifies the input in the area f(2) to f(n+2) with one bit remaining for sign.
4. Set $Y_m = f_{m+1}$ for m = 1 to (n+1).
5. Restore original sign of value.

Error Conditions

None.

FXTFLT

Function

To convert a variable-length fixed-point number to a floating-point number in format 1-14-m. Output will be normalized.

Calling Sequence

```
lda   x
ldq   y
ldb   β,,7
rj    fxtflt
(normal return)
```

Input

x - address of first word of fixed-point number X to be converted
y - address of first word of converted number Y
n - number of words - 1 stored in FLTN
β - binary point of input

Output

Y(1)-Y(n+1) - floating-point representation of input X.

Subroutines Used

FLTNORM, FLTMOV, CTOSM

Storage Areas Read

X(1)-X(n+1), FLTN

Storage Areas Written

Y(1)-Y(n+1)

Method

1. Let $X = |X|$, save original sign.

2. Move input to working storage f.

   for m = 1 to (n+1)

   $$f_{m+1} = X_m$$

3. Set exp(f) = bias + 15

   $$n = n+1$$

4. Insert exponent into first word of f-area

   $$f(1) = \exp(f) \cdot 2^{-15}$$

5. Normalize f area.

6. Restore original sign.

7. Transfer f-area to Y-area.

Error Conditions

None.

NUMIN

Function

To convert a floating-point number represented by a flex-code array to binary format floati· ·oint number of specified length. Numin will accept any f. e format

```
12
12.0
12.
1.2E+1
1.2E1
120E-1          -100 < E < 100
```

A 77 code will delimit the array.

Calling Sequence

```
lda   x
ldq   buffer
rj    numin
(error return)
(normal return)
```

Input

buffer = starting address of flex-code array
x = starting address of binary floating-point number
n = number of words - 1 stored in FLTN

Output

X(1)-X(n+1)

Subroutines Used

GET1, FLTNORM, FLTMOV, FLTMUL, FLAD, POWER, CTOSM

Storage Areas Read

FLTN

Storage Areas Written

X(1)-X(n+1)

NUMOUT

Function

To convert a binary floating-point number to a flex-code array with integral and fractional portions specified and an exponent. A 77 will delimit the output buffer.

Calling Sequence

```
lda     buffer
ldq     x
rj      numout
uandl   k,l
(error return)
(normal return)
```

Input

buffer = starting address of flex-code array
x = starting address binary array
k = number of decimal places before decimal point
l = number of decimal place after decimal point
n = number of words -1 of input stored in FLTN

The length of the buffer LIM is determined by the input

$$LIM = \frac{K + L + 15}{5}$$

Output

A flex-code buffer representing the floating-point number, stored in C(LIM) locations beginning at BUFFER and delimited by 77.

Subroutines Used

CTOSM, FLTMUL, FLTMOV, FLTCOM, PUT1, FLTNORM

Storage Area Read

X(1)-X(n+1), FLTN

Storage Area Written

BUFFER(1) - BUFFER(LIM)

FLTMOV

Function

To transfer any string of words from one area to another.

Calling Sequence

```
lda   x
ldq   y
rj    fltmov
(normal return)
```

Input

x - starting address of area to be transferred
y - starting address of area to be filled
n - number of words to be moved - 1 stored in FLTN

Output

Y(1)-Y(n+1)

Subroutines Used

None

Storage Areas Read

X(1)-X(n+1), FLTN

Storage Areas Written

Y(1)-Y(n+1)

Error Conditions

None

CTOSM

Function

To convert a 1's complement floating-point number to signed magnitude, or vice versa.

Calling Sequence

```
lda   x
rj    ctosm
(normal return)
```

Input

x - address of first word of floating-point number X
n - number of words - 1 stored in FLTN

Output

X(1)-X(n+1) converted floating-point number.

Subroutines Used

None

Storage Areas Read

X(1)-X(n+1), FLTN

Storage Areas Written

X(1)-X(n+1)

Method

If X > 0 transfer control to user

2. If X < 0 set X = -X.

3. Invert sign bit.

Error Conditions

None.

RSHIFT

Function

To shift a variable-length floating-point number (format 1-14-m) n places right (end off) and adjust the exponent accordingly.

Calling Sequence

```
lda   x
ldq   k
rj    rshift
(normal return)
```

Input

x - address of first word of floating-point number X to be shifted
n - number of words - 1 stored in FLTN
k - number of places to shift

Output

X(1)-X(n+1) shifted input in same area

Subroutines Used

CTOSM

Storage Areas Read

X(1)-X(n+1), FLTN

Storage Areas Written

RTEMP, RTEM1, RTEM2, IR2, RSH7

Method

1. Set K = k.

2. If $k > 30$ set $k' = 30$ and $k = k-30$
   If $k \leq 30$ set $k' = k$ and $k = 0$

3. Let

$$X = a_1 2^{-15} + a_2 2^{-30} + \ldots + a_{n+1} 2^{-15(n+1)}$$

$$b_1 = a_1 2^{-15}$$

$$b_2 = a_2 2^{-30}$$

$$\vdots$$

$$b_m = a_{n+1} 2^{-15(n+1)}$$

r = overflow

for m = n+1

$$C_m + r_m = b_m \cdot 2^{-k'}$$

for m = n to 0

$$C_m + r_m = b_m \cdot 2^{-k'} + r_{m+1}$$

4. Check k = 0. If k = 0 replace original input with C.
   Set exp = exp + K.

   If $k \neq 0$ return to step 3.

Error Conditions

None.

LSHIFT

Function

To shift a floating-point number of variable length (format 1-14-m) a specified number of places left and adjust the exponent accordingly.

Calling Sequence

```
lda   x
ldq   k
rj    lshift
(normal return)
```

Input

x - address of first word of floating point number X to be shifted
n - number of words - 1 stored in FLTN
k - shift factor

Output

X(1)-X(n+1) - shifted word replaces original input

Subroutines Used

CTOSM

Storage Areas Read

X(1)-X(n+1), FLTN

Storage Areas Written

LSTEM, LSEXP, LSTEM2, LSEND

Method

Same as RSHIFT routine except that K is positive rather than negative.

Error Conditions

If at the end of shifting there is a remainder of non-zero, control will be transferred to FLTERROR. The address at which the error occurred will be shown in the A-register and a STOP 4 will occur.

FLTNORM

Function

To normalize a floating-point number of variable length (format 1-14-m). The first significant bit will be 0 if number is negative and 1 if number is positive. The exponent will be adjusted accordingly.

Calling Sequence

```
lda    x
rj     fltnorm
(normal return)
```

Input

x - address of first word of floating-point number X
n - number of words - 1 stored in FLTN

Output

X(1)-X(n+1) a normalized floating-point number stored in area of input.

Subroutines Used

LSHIFT, CTOSM

Storage Areas Read

X(1)-X(n+1), FLTN

Storage Areas Written

X(1)-X(n+1)

Method

1. Examine number starting with first word.

2. Inspect one bit at a time until reaching the first significant bit.

3. Index k at each check to determine a shift factor.

4. Go to LSHIFT with k as input.

GET1

Function

To unpack a specified buffer of 6-bit flex-code characters starting with the leftmost character and leave the character right justified in the A register in bci mode.

Calling Sequence

rj getl
(normal return)

Input

GPOINT = starting address of buffer
GCHAR = character (0-4) to start reading (left to right)

Output

A - next 6-bit bci character
GPOINT, GCHAR - updated character position

Subroutines Used

None

Storage Areas Read

GPOINT, GCHAR TBCIFLX (table)

Storage Areas Written

GPOINT, GCHAR

PUT1

Function

To pack a buffer, from left to right, with 6-bit characters converted to flex-code from bci.

Calling Sequence

```
lda     k
jr      put1
(normal return)
```

Input

PPOINT = starting address of buffer
PCHAR = character (0-4) to start packing (left to right)
K = six-bit flex-code character

Output

A packed buffer of bci code
PPOINT, PCHAR - updated character position

Subroutines Used

None

Storage Areas Read

TBICFLX, PCHAR, PPOINT

Storage Areas Written

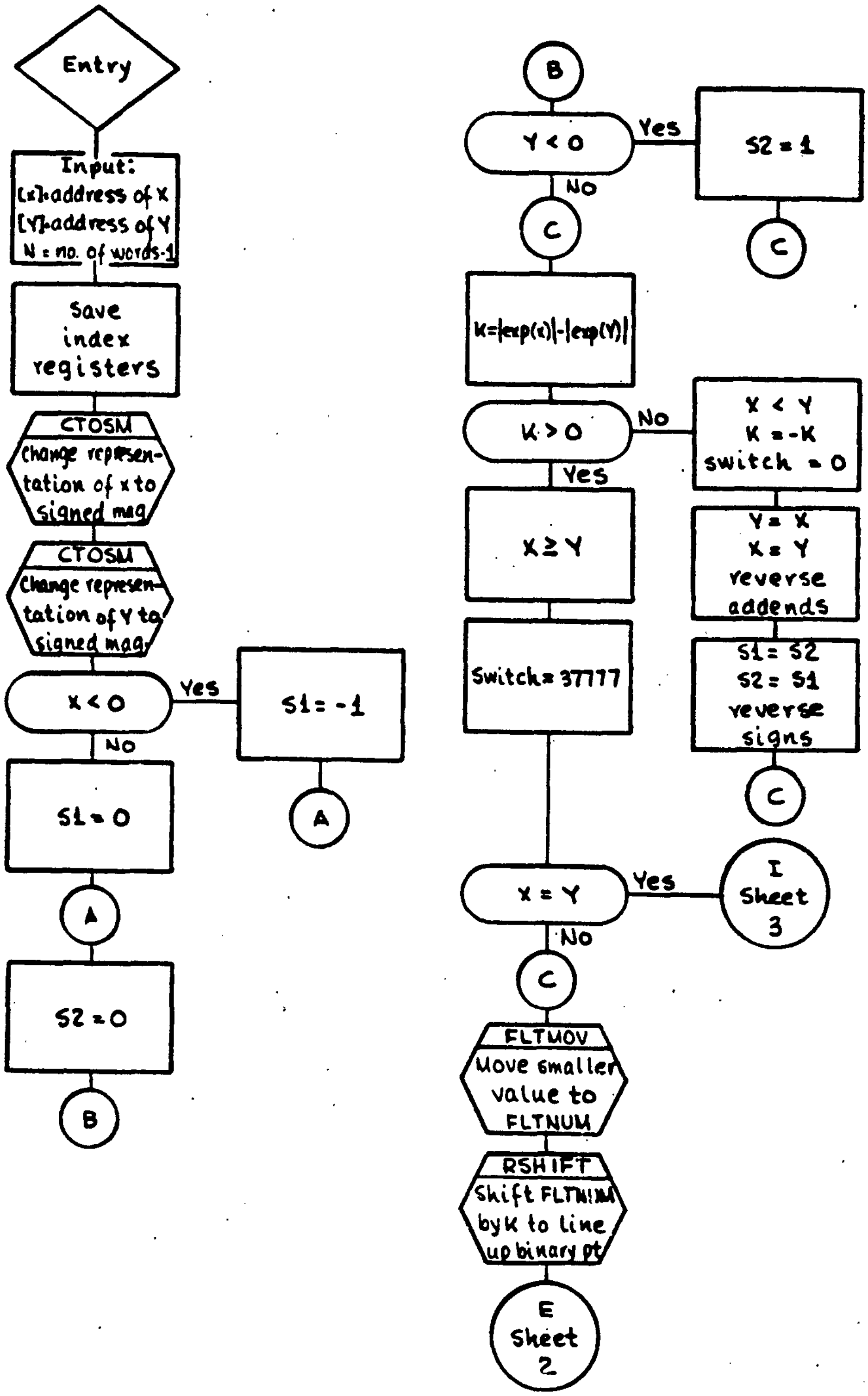
PCHAR, PPOINT

IV. CONSTANTS

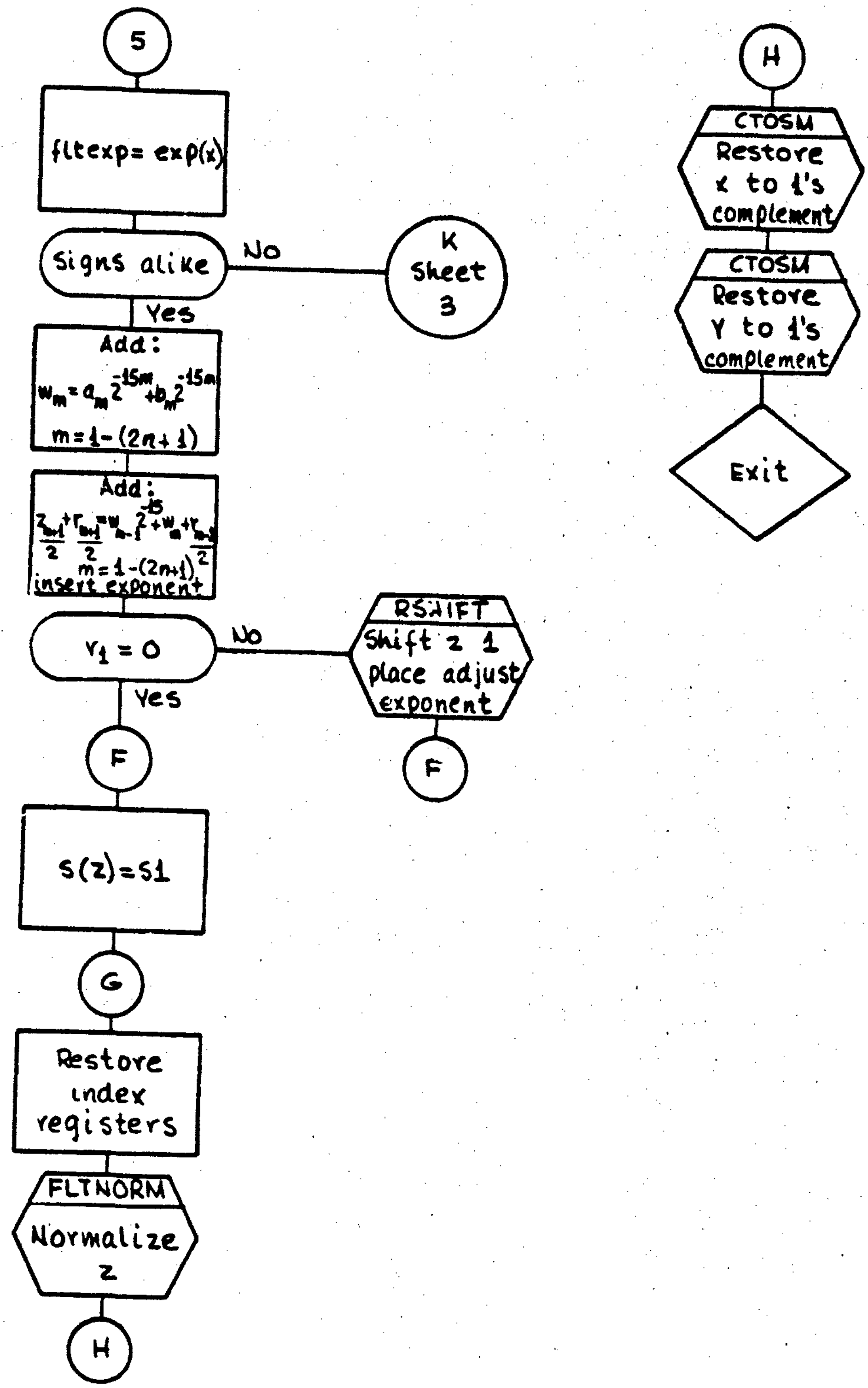
Label	Value	Description
con4	40000·00000	Used to set and complement the sign bit
con8	0000077777	Used in subtract routine
con7	00001·00000	Used to check overflow
inst1	rj flad	Instruction switch used in 'flsb'
inst2	jl flsh	Instruction switch used in 'flsb'

V. FLOW CHARTS

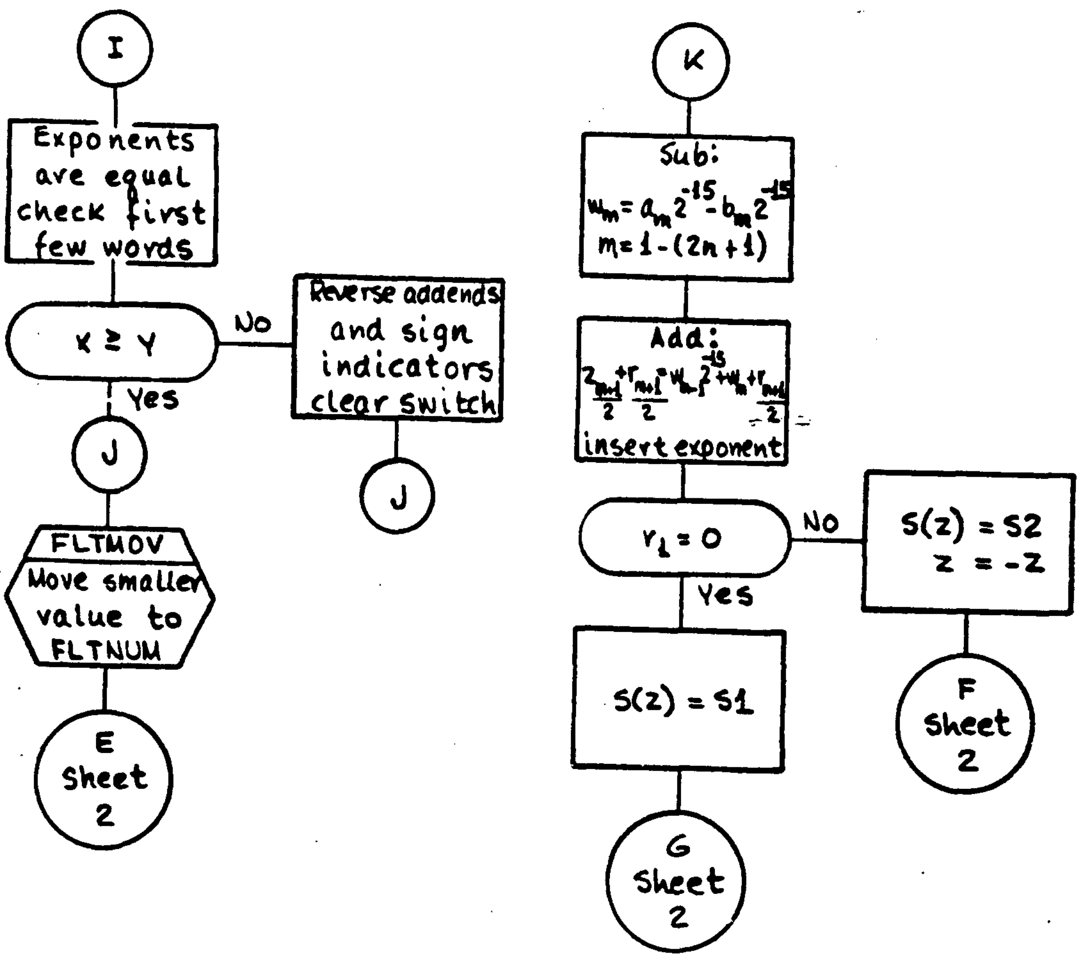
Flow charts for the subroutines described in the preceding section appear on the remaining pages of this appendix.



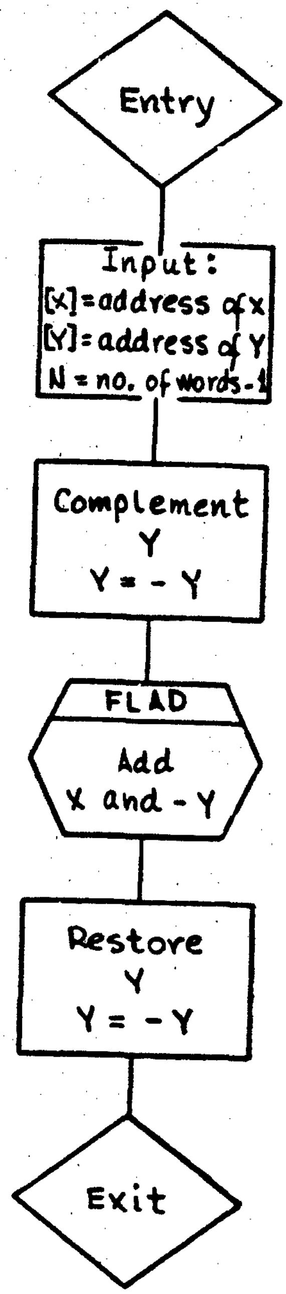
FLAD
Sheet 1 of 3



FLAD
Sheet 2 of 3



FLAD
Sheet 3 of 3


Entry
Input:
[X]=address of X
[Y]=address of Y
N = no. of words-1
Complement
Y
Y = - Y
FLAD
Add
X and - Y
Restore
Y
Y = - Y
Exit

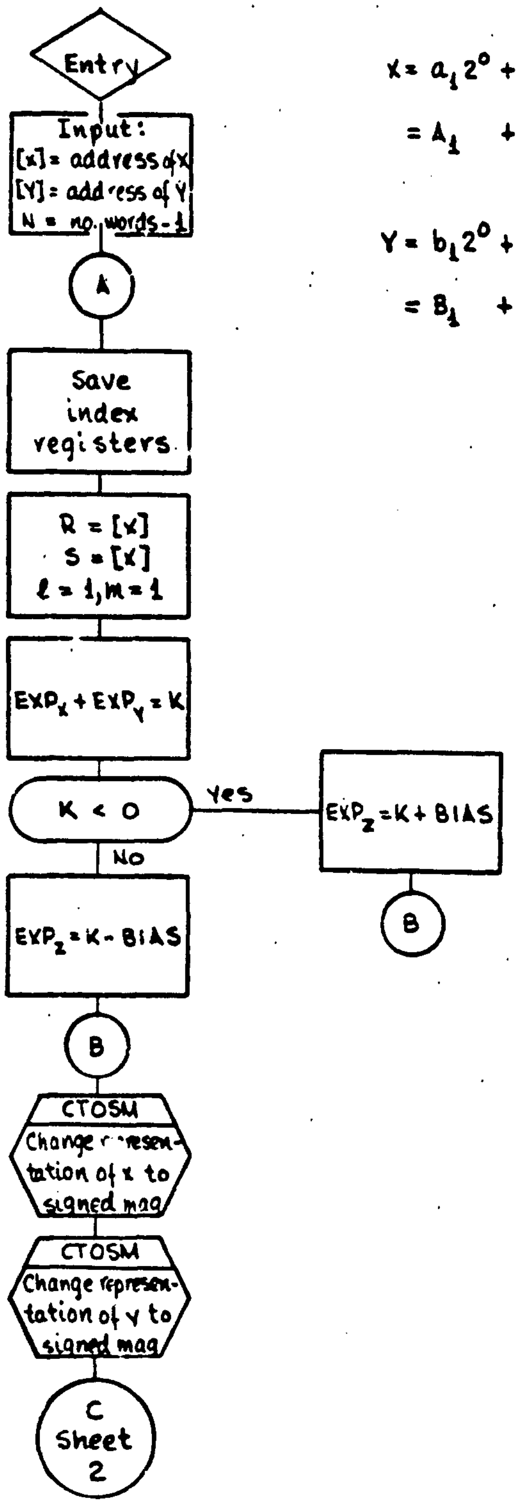
FLSB

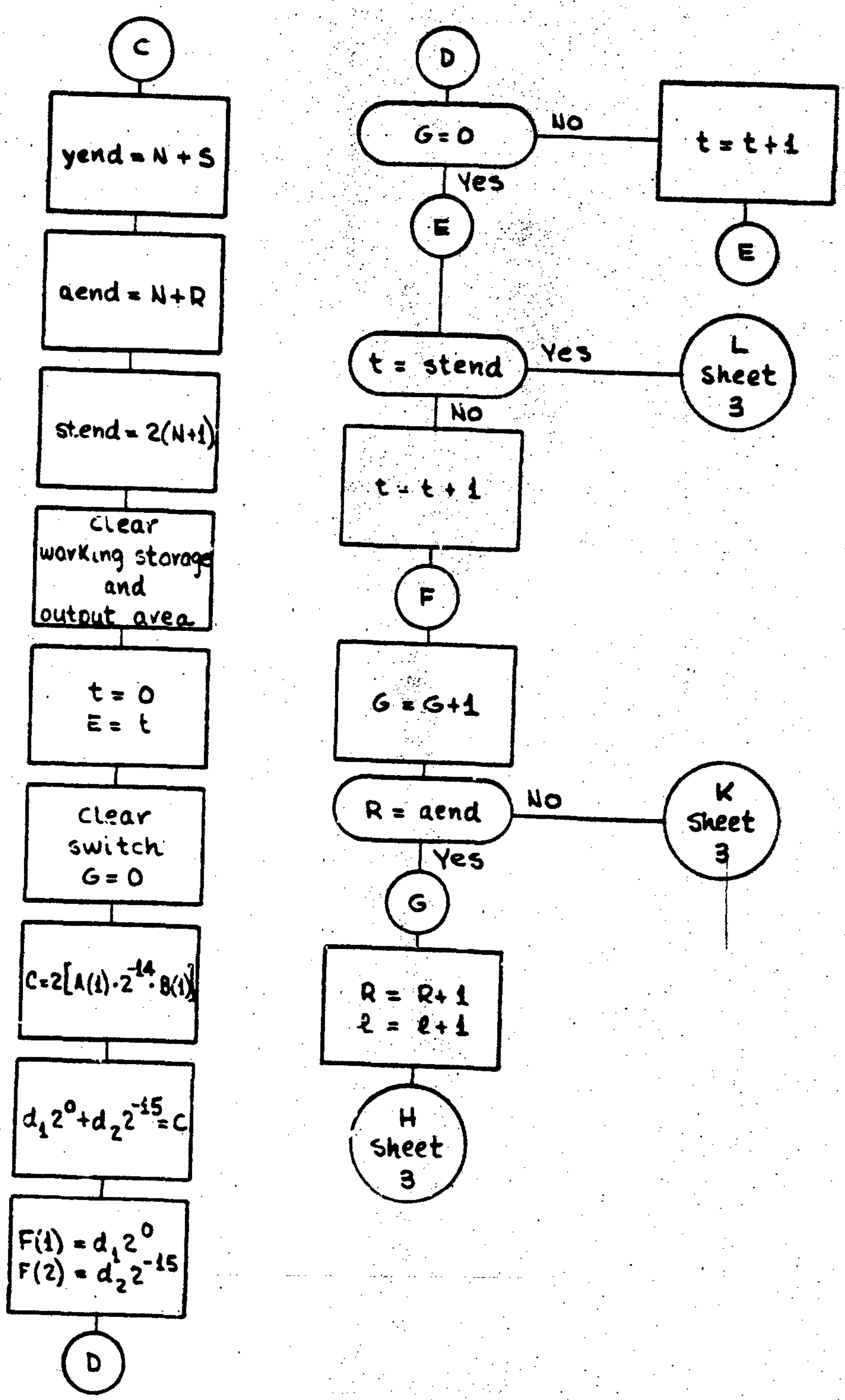
$$x = a_1 2^0 + a_2 2^{-15} + \ldots + a_t^{-15(2t+3)}$$

$$= A_1 + A_2 + \ldots A_{A+1}$$

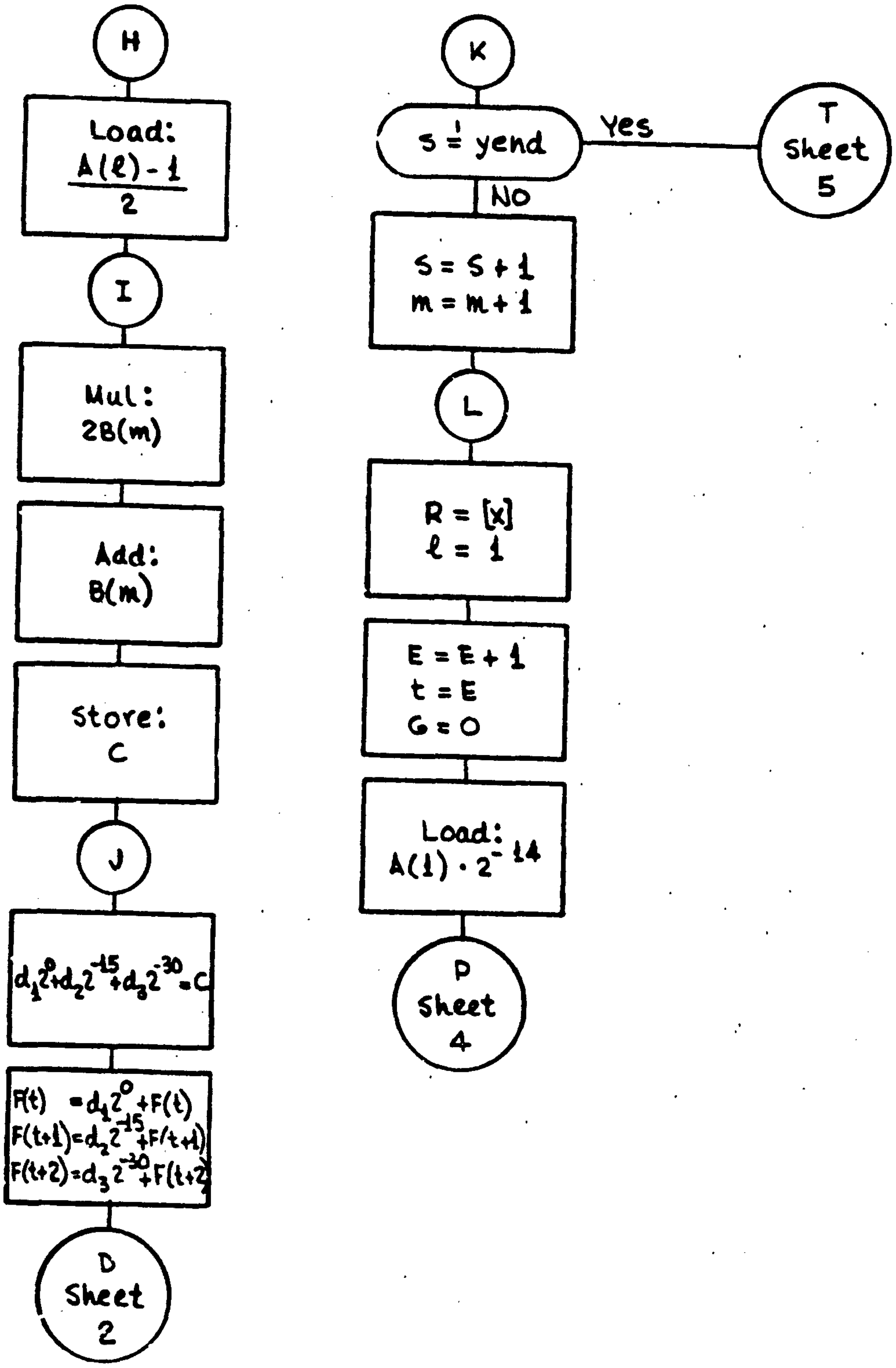
$$Y = b_1 2^0 + b_2 2^{-15} + \ldots + b_s^{-15(s-1)}$$

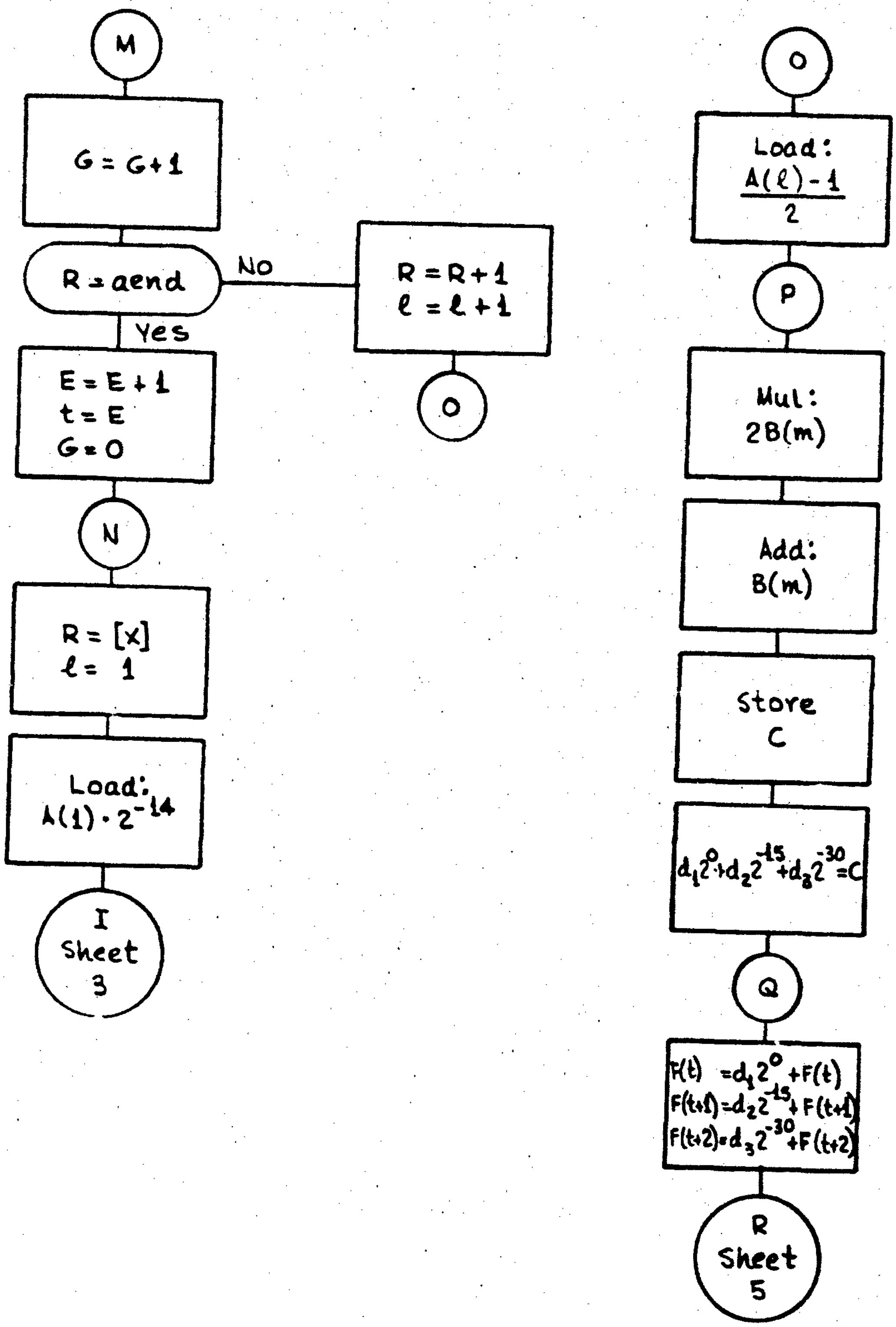
$$= B_1 + B_2 + \ldots + B_{2n+1}$$

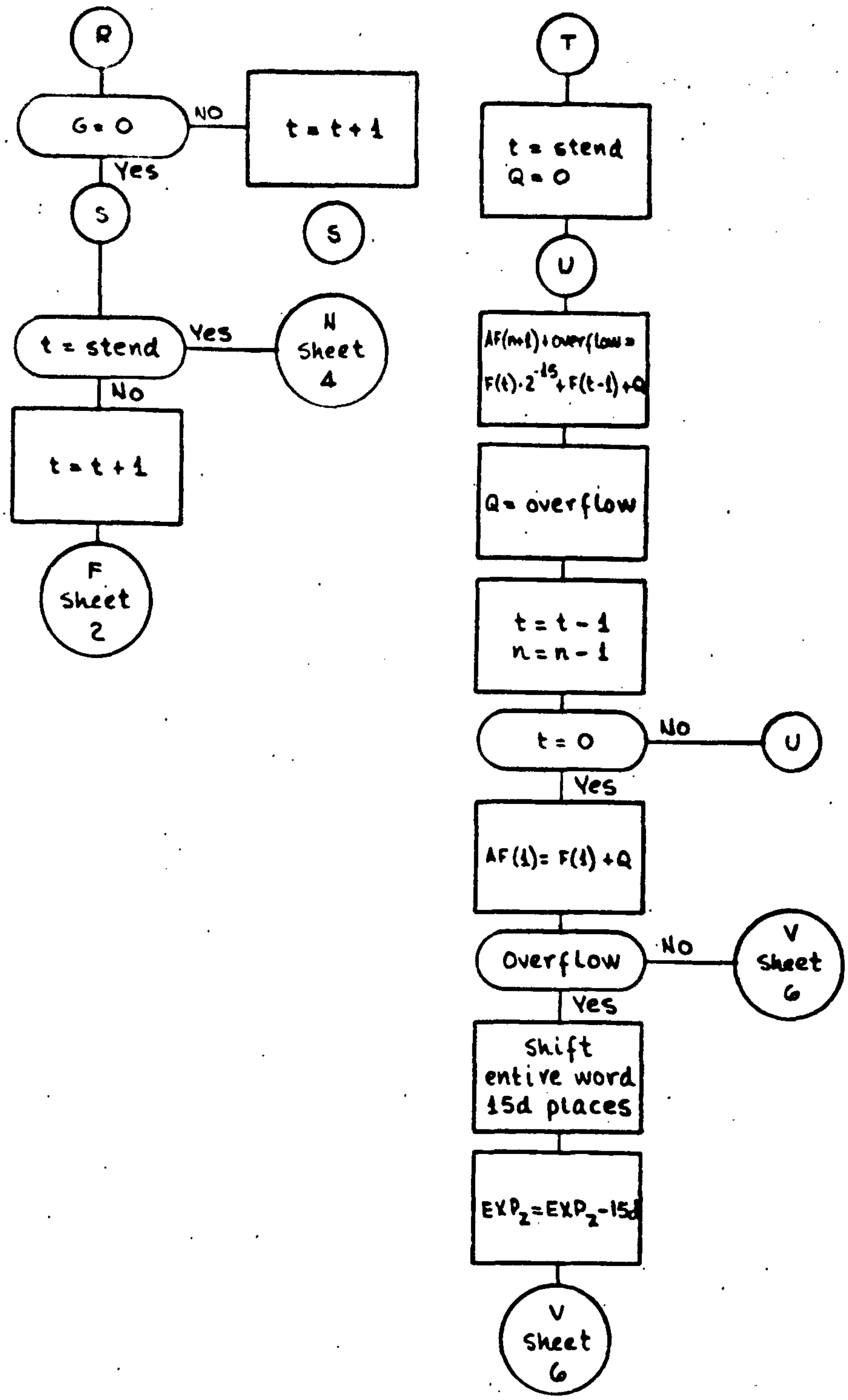




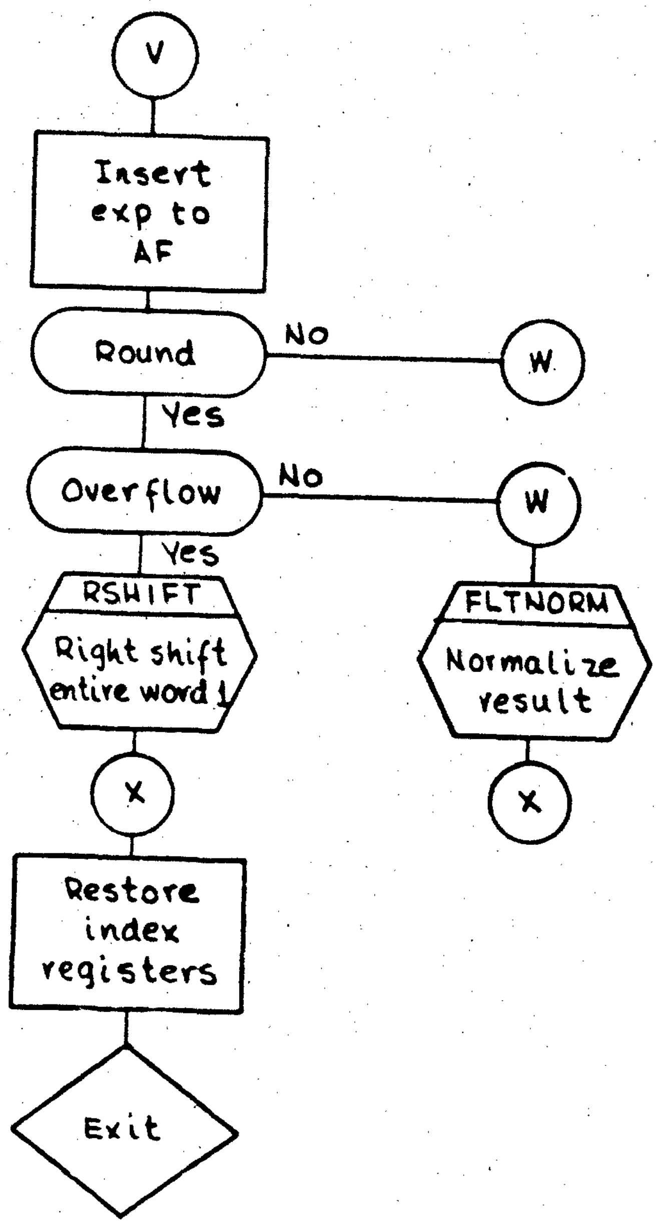
FLTMLL
Sheet 2 of 6


H
Load: $\frac{A(\ell)-1}{2}$
I
Mul: 2B(m)
Add: B(m)
Store: C
J
$d_1 2^0 + d_2 2^{-15} + d_3 2^{-30} = C$
$F(t) = d_1 2^0 + F(t)$
$F(t+1) = d_2 2^{-15} + F(t+1)$
$F(t+2) = d_3 2^{-30} + F(t+2)$
D Sheet 2
K
s $\stackrel{!}{=}$ yend
Yes
T Sheet 5
No
S = S + 1
m = m + 1
L
R = [x]
ℓ = 1
E = E + 1
t = E
G = 0
Load: $A(1) \cdot 2^{-14}$
P Sheet 4

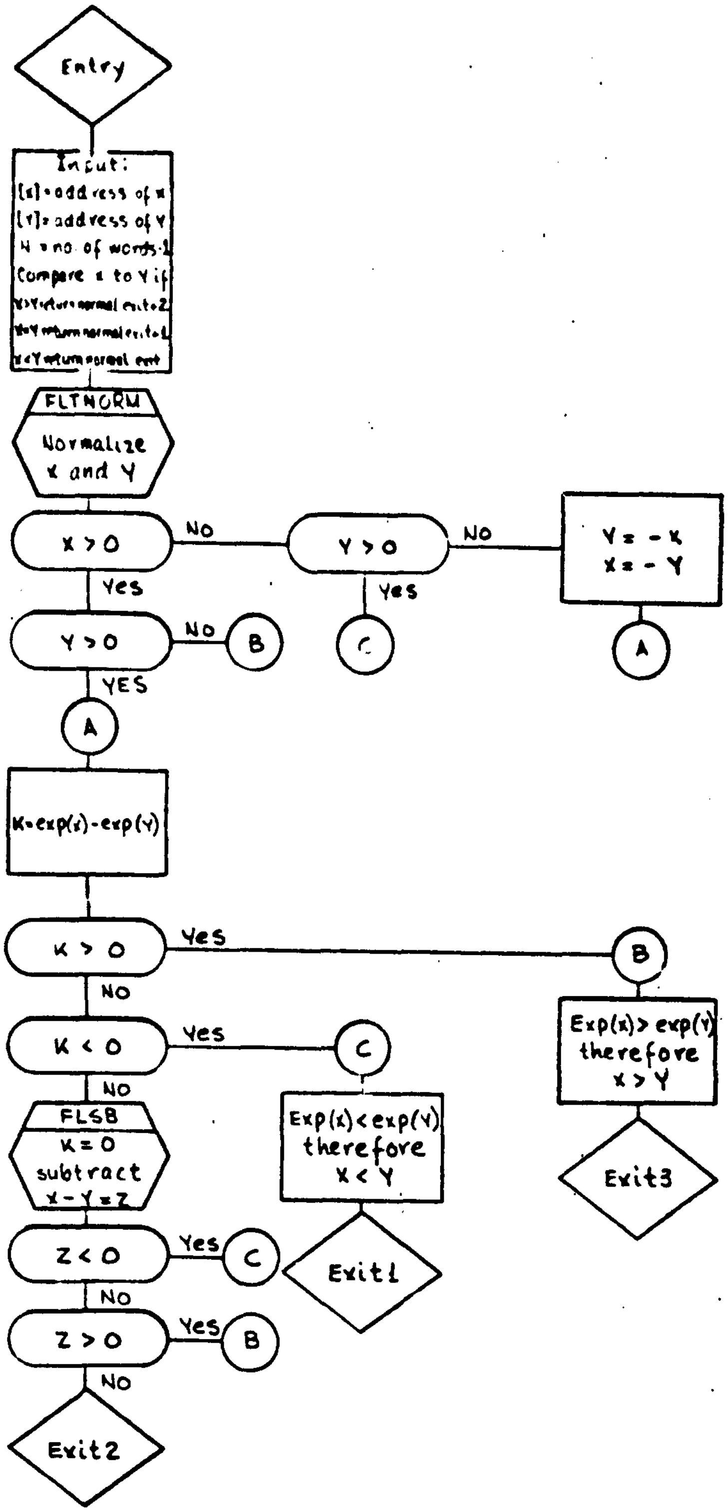

M
G = G+1
R = aend
No
Yes
R = R+1
ℓ = ℓ+1
O
E = E+1
t = E
G = O
N
R = [x]
ℓ = 1
Load:
A(1)·2^-14
I
Sheet
3
O
Load:
(A(ℓ) - 1)/2
P
Mul:
2B(m)
Add:
B(m)
Store
C
d1 2^0 + d2 2^-15 + d3 2^-30 = C
Q
F(t) = d1 2^0 + F(t)
F(t+1) = d2 2^-15 + F(t+1)
F(t+2) = d3 2^-30 + F(t+2)
R
Sheet
5



FLTMUL
Sheet 5 of 6

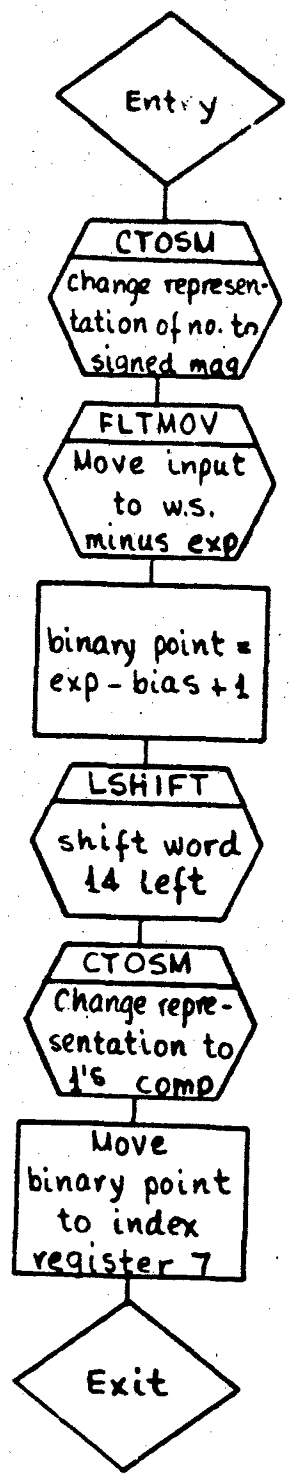


FLTMUL
Sheet 6 of 6

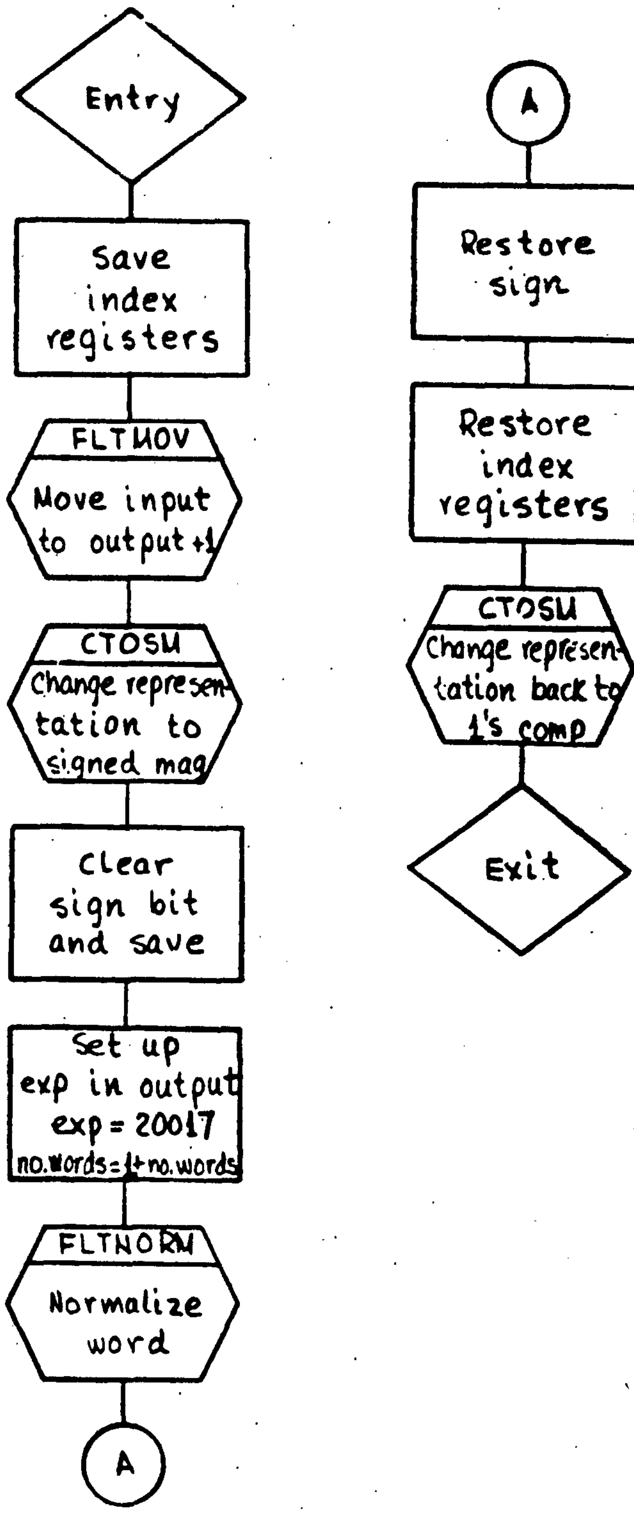


Entry
Input:
[x] = address of x
[Y] = address of Y
N = no. of words-1
Compare x to Y if
X>Y return normal exit+2
X=Y return normal exit+1
X<Y return normal exit
FLTNORM
Normalize x and Y
X > 0
NO
Y > 0
NO
Y = -X
X = -Y
Yes
Yes
Y > 0
NO
B
C
A
YES
A
K = exp(x) - exp(Y)
K > 0
Yes
B
Exp(x) > exp(Y) therefore X > Y
Exit3
NO
K < 0
Yes
C
Exp(x) < exp(Y) therefore X < Y
Exit1
NO
FLSB
K = 0 subtract X - Y = Z
Z < 0
Yes
C
NO
Z > 0
Yes
B
NO
Exit2

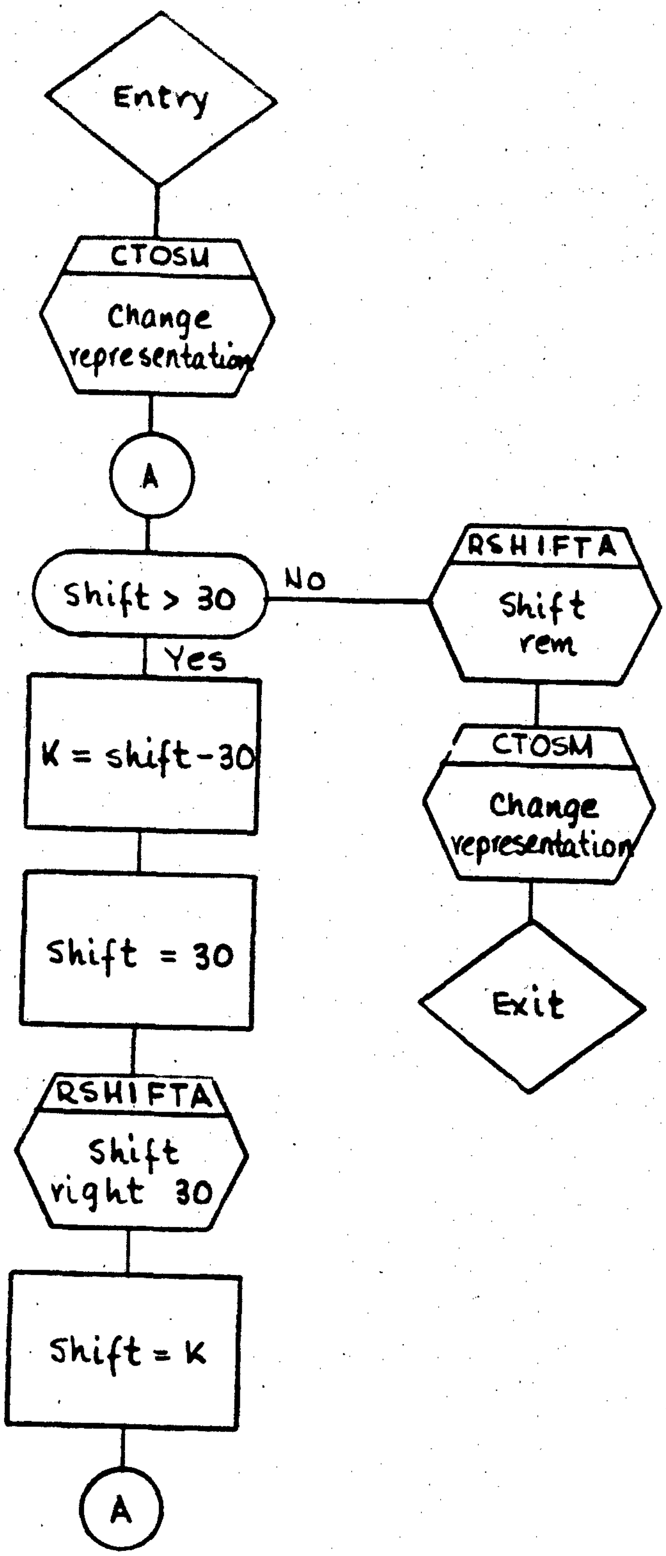
FLTCOM


Entry
CTOSM
change representation of no. to signed mag
FLTMOV
Move input to w.s. minus exp
binary point = exp - bias + 1
LSHIFT
shift word 14 left
CTOSM
Change representation to 1's comp
Move binary point to index register 7
Exit

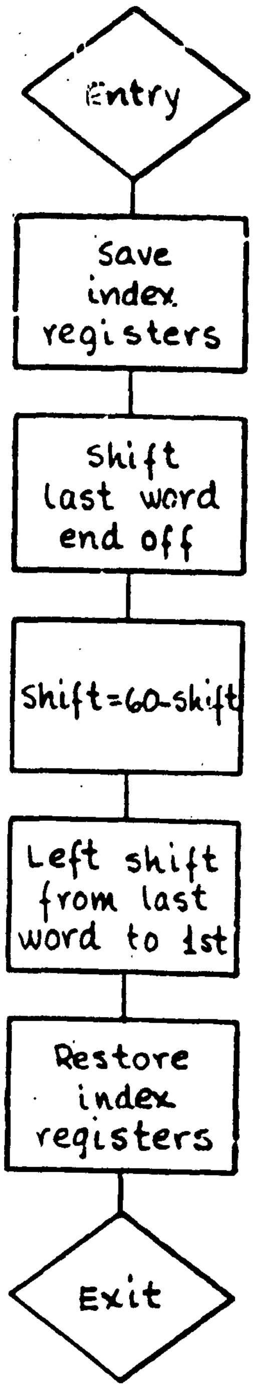
FLTFIX


Entry
Save index registers
FLTMOV
Move input to output +1
CTOSM
Change representation to signed mag
Clear sign bit and save
Set up exp in output
exp = 20017
no.words = 1+no.words
FLTNORM
Normalize word
A
A
Restore sign
Restore index registers
CTOSM
Change representation back to 1's comp
Exit

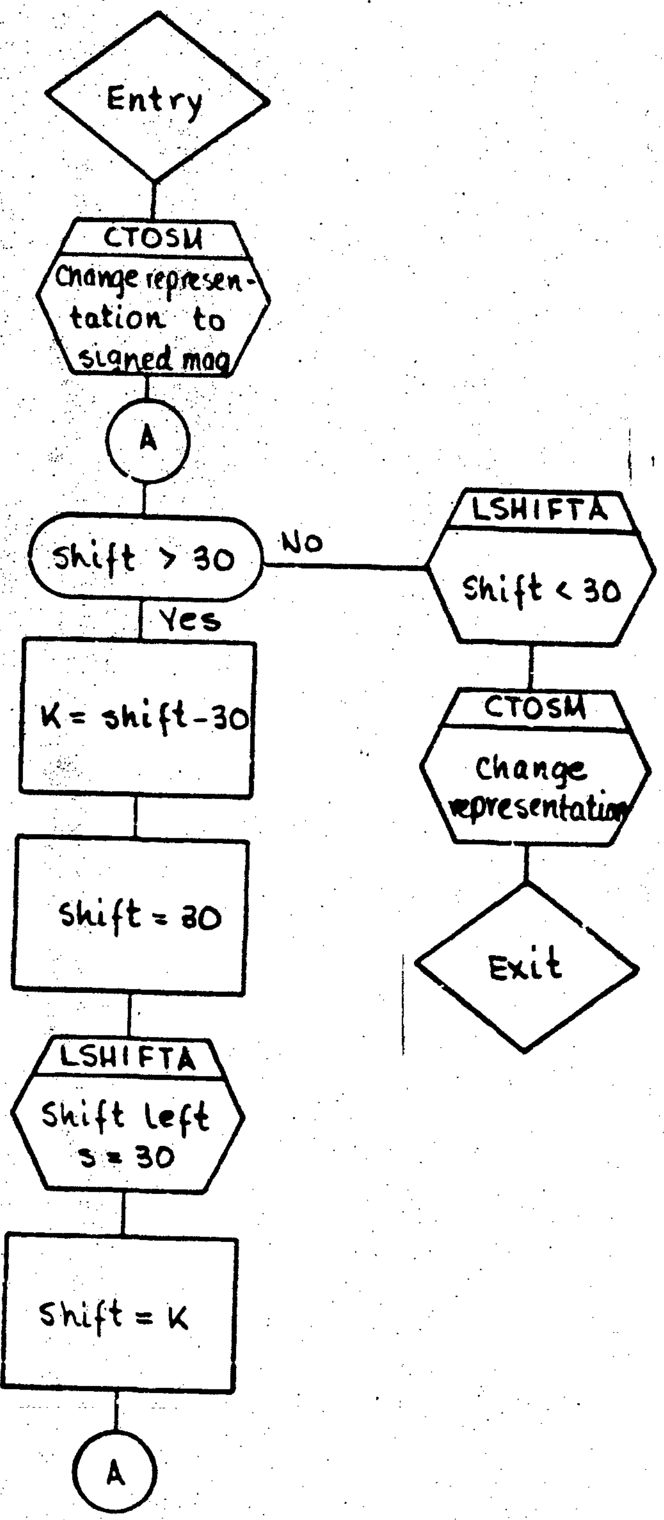
FXTFLT



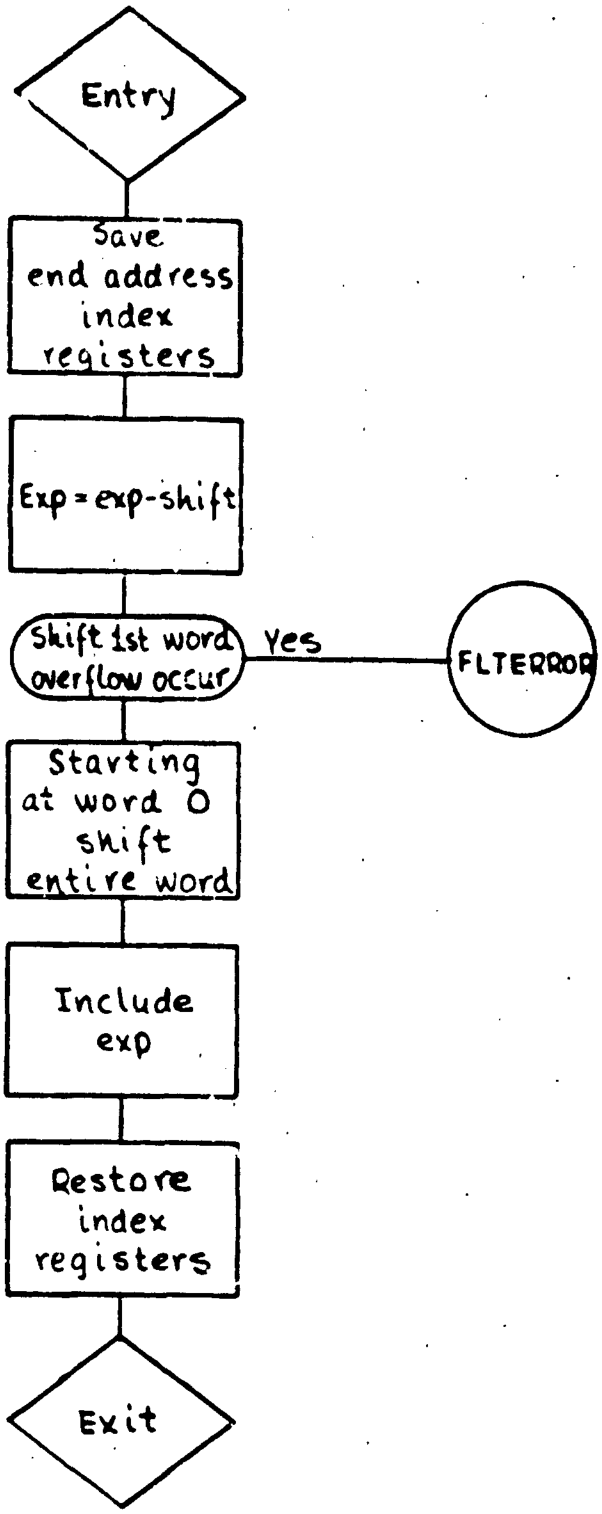
RSHIFT
Sheet 1 of 2



RSHIFTA
Sheet 2 of 2



LSHIFT
Sheet 1 of 2



LSHIFTA
Sheet 2 of 2

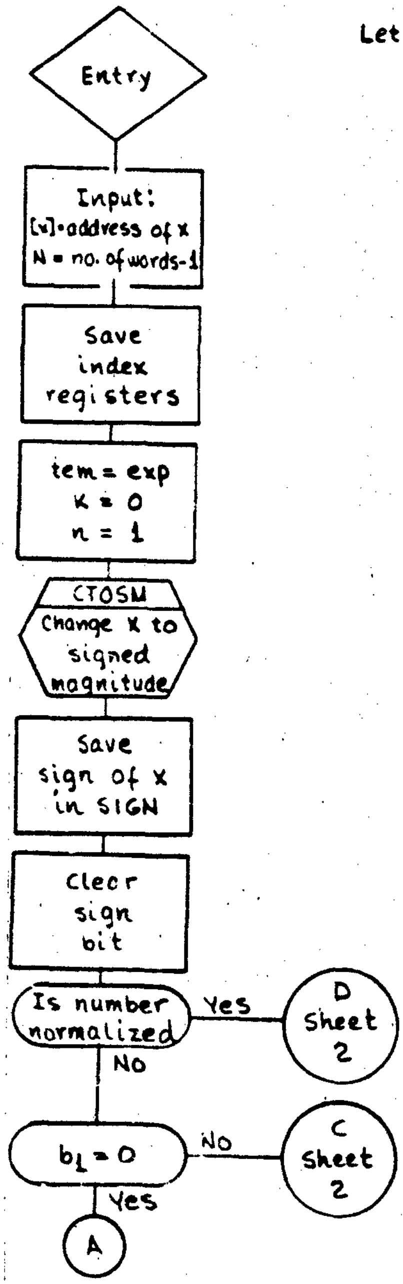
Let: $x = a_1 2^{-15} + a_2 2^{-30} + a_3 2^{-45} + \ldots + a_{n+1} 2^{-15(n+1)}$

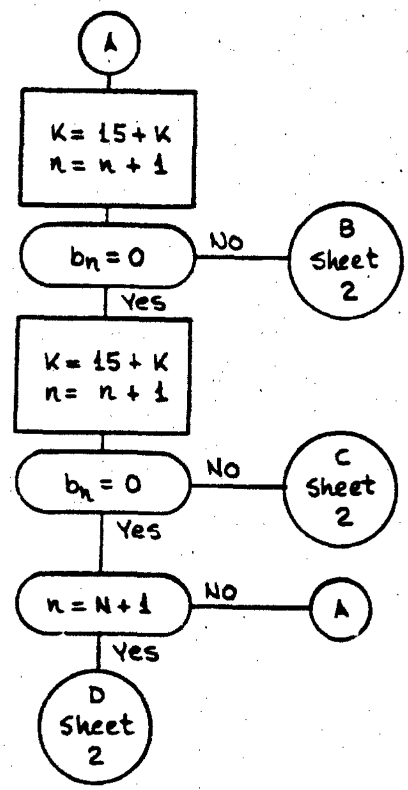
$b_1 = a_1 2^{-15}$

$b_2 = a_2 2^{-30}$

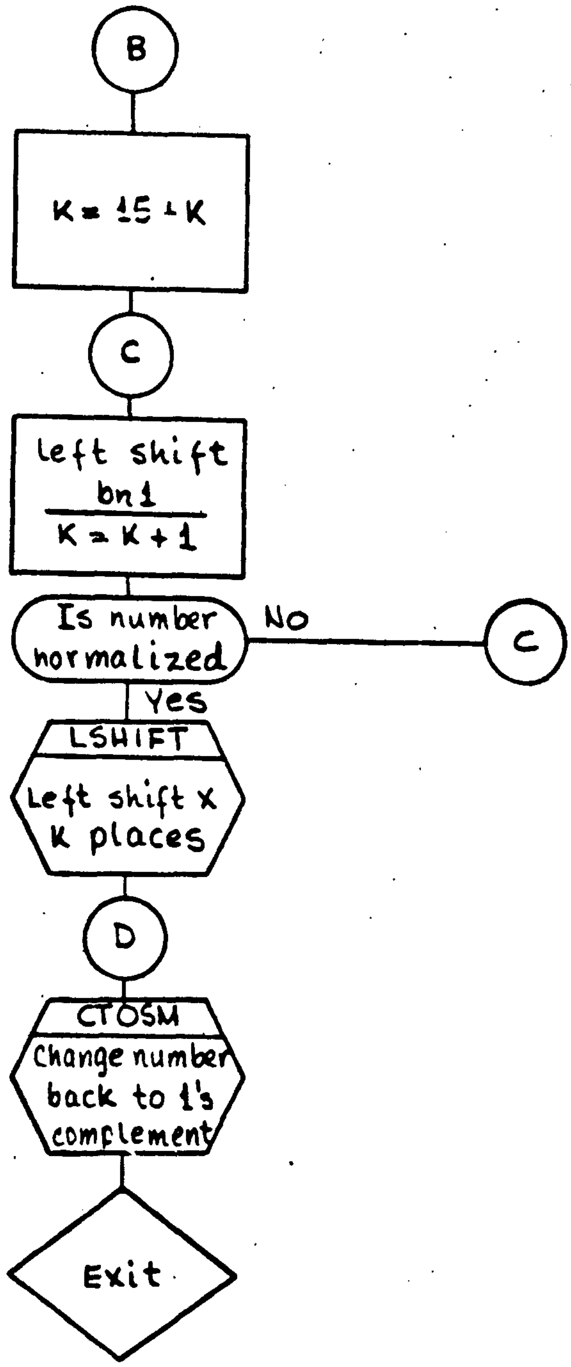
$\vdots$

$b_{n+1} = a_{n+1} 2^{-15(n+1)}$

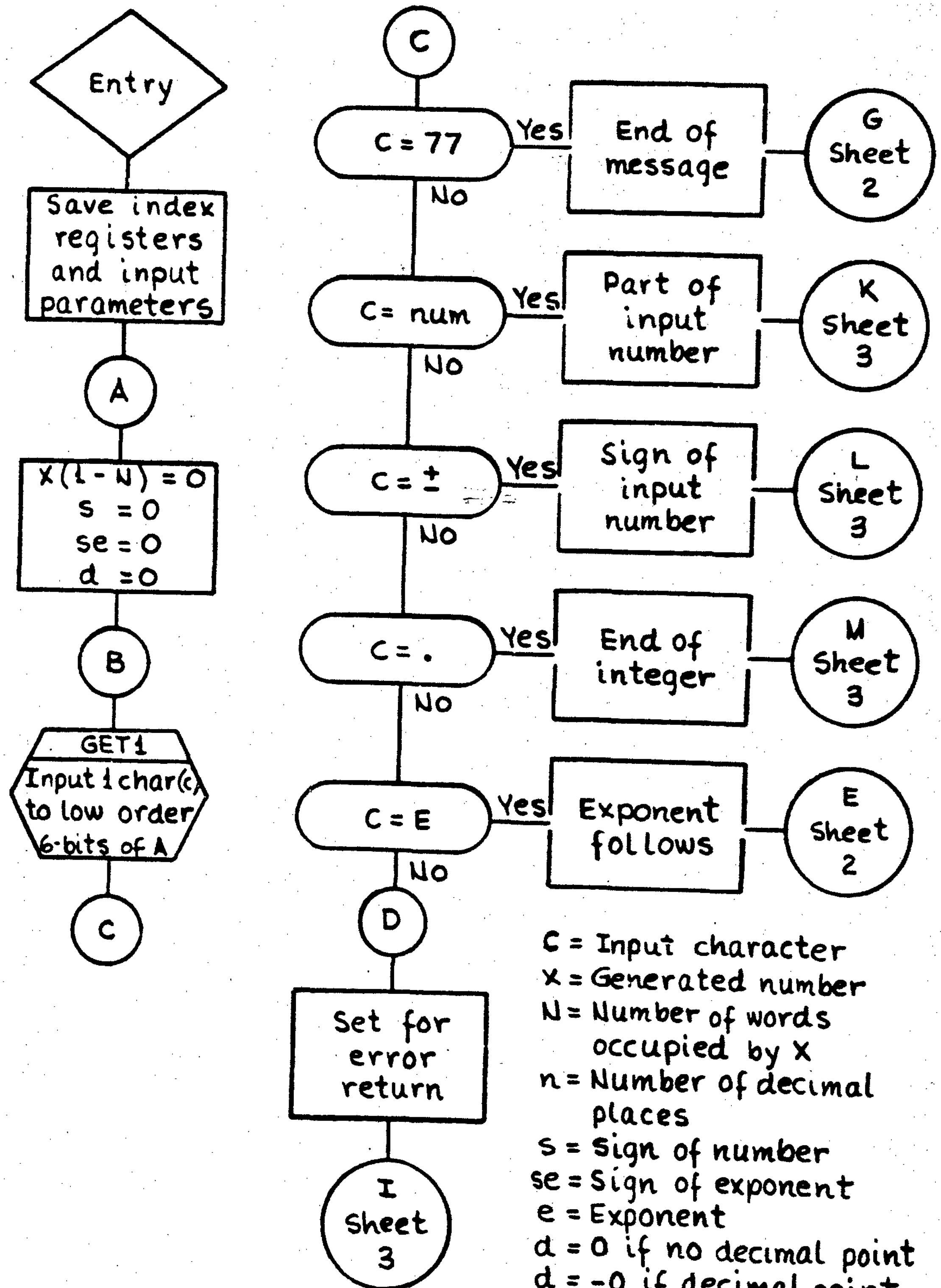




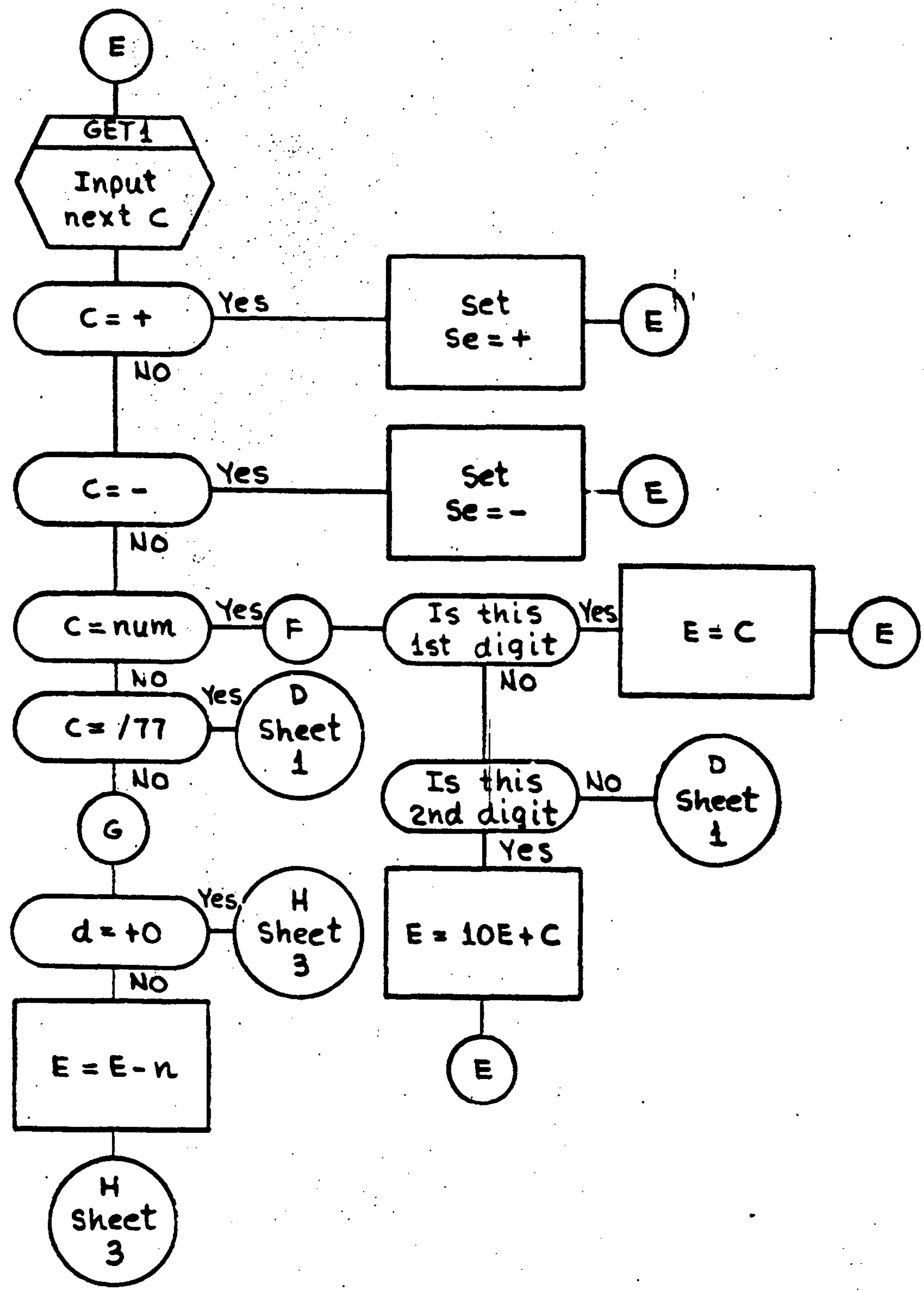
FLTNORM
Sheet 1 of 2



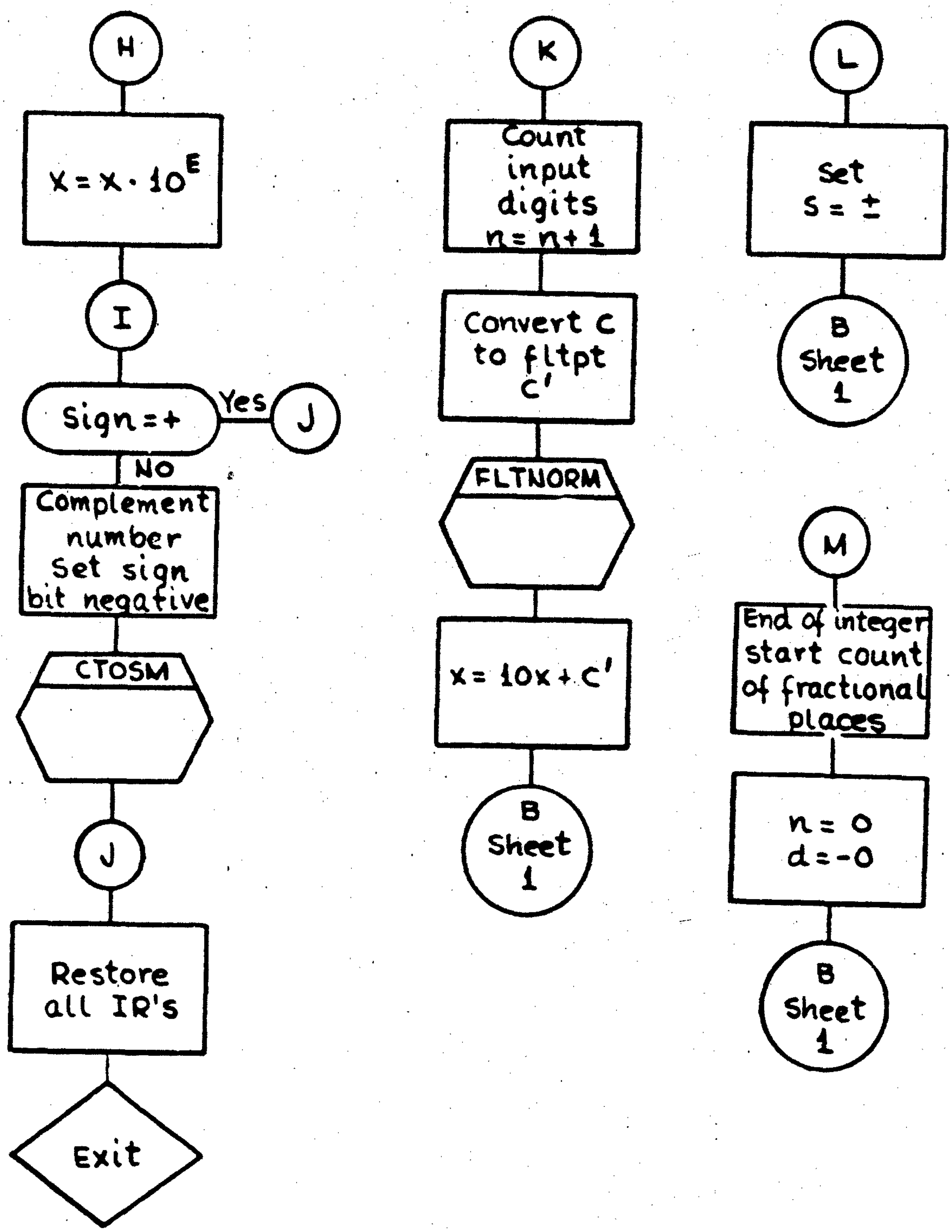
FLTNORM
Sheet 2 of 2



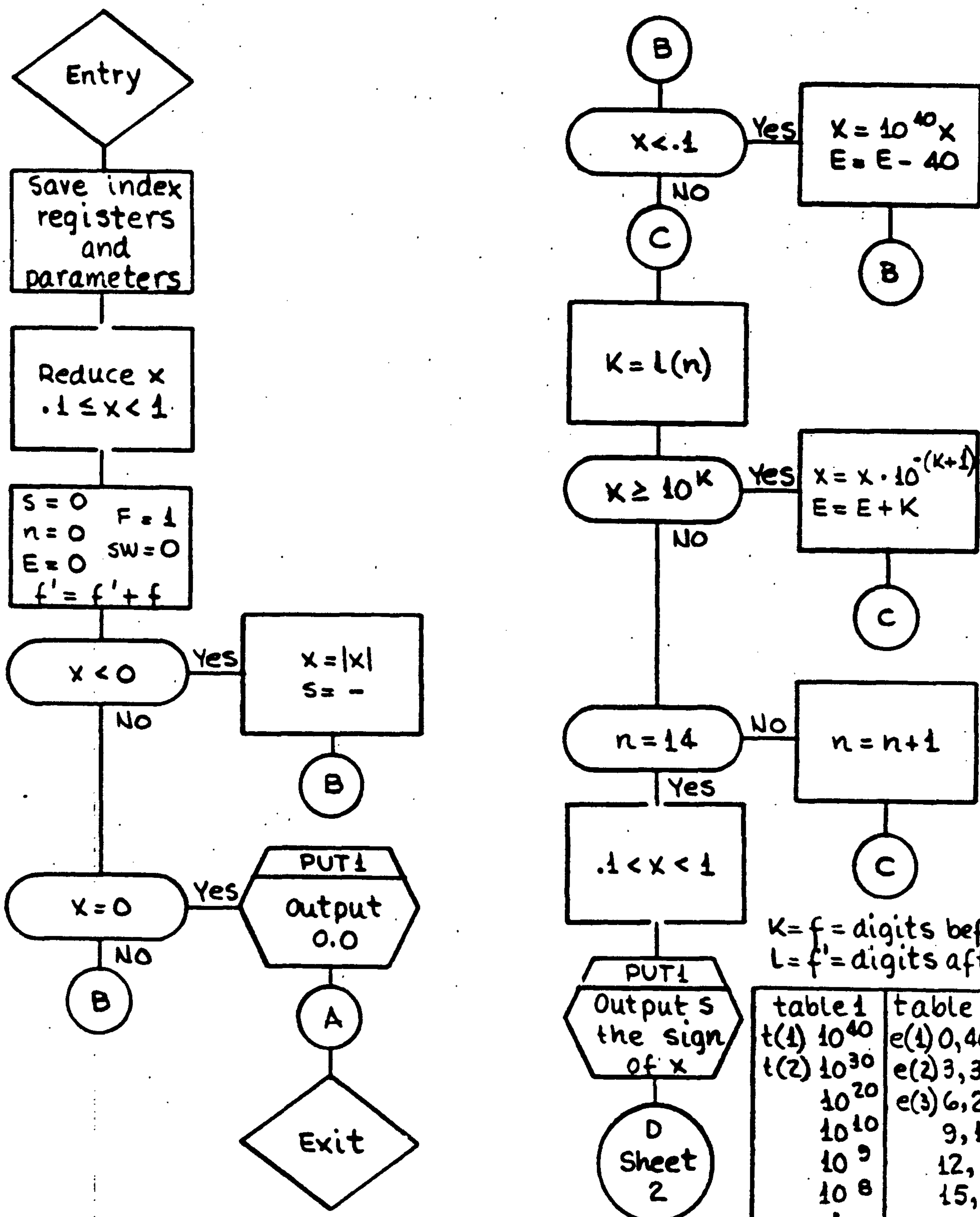
NUMIN
Sheet 1 of 3



NUMIN
Sheet 2 of 3

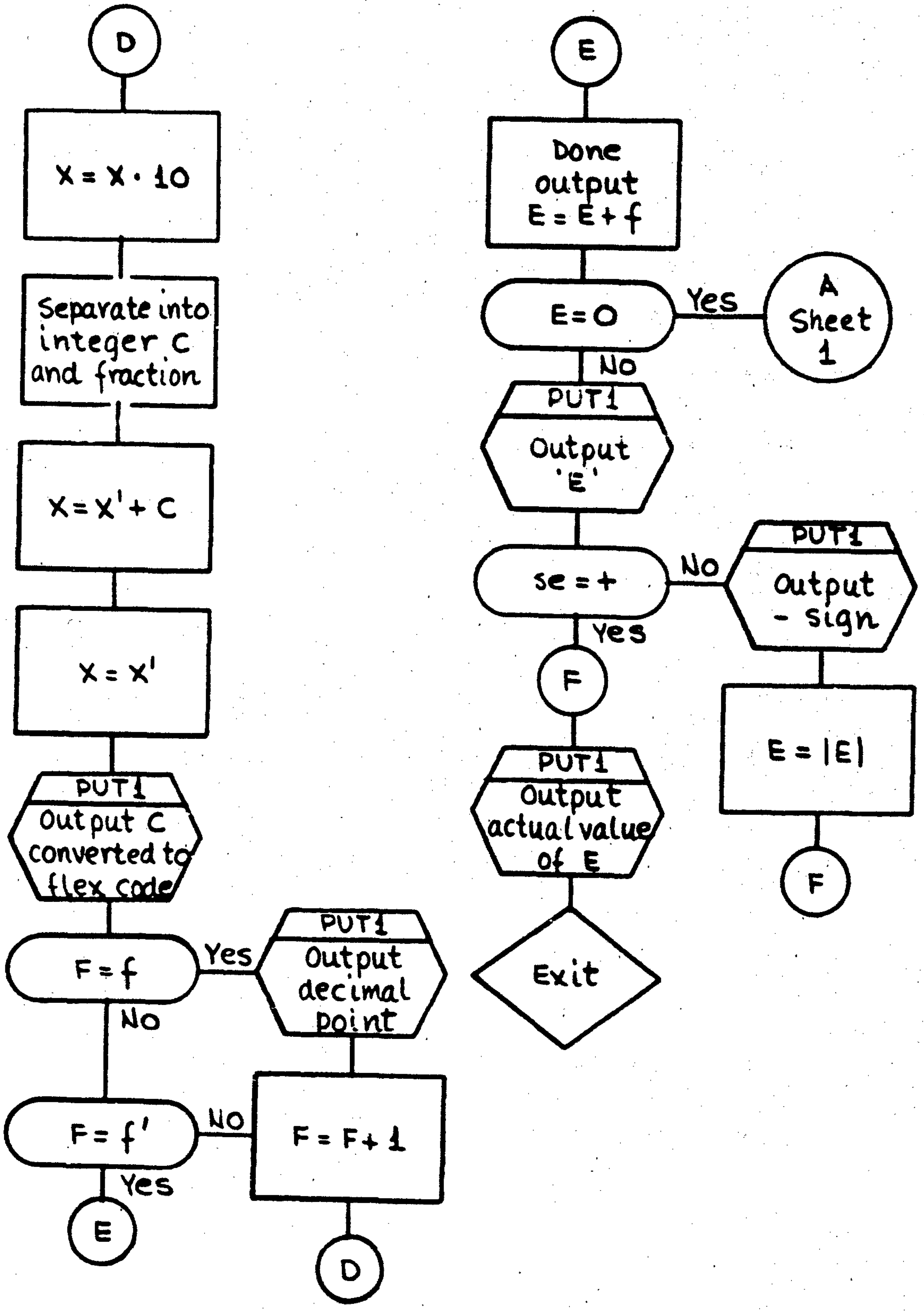


NUMIN
Sheet 3 of 3



K = f = digits before.
L = f' = digits after.

table 1	table 2
t(1) 10^{40}	e(1) 0,40
t(2) 10^{30}	e(2) 3,30
10^{20}	e(3) 6,20
10^{10}	9,10
10^{9}	12,9
10^{8}	15,8
⋮	⋮
t(13) 10^{1}	e(13) 36,1
t(14) 10^{0}	e(14) 39,0
t(15) 10^{-1}	e(15) 42,-1



NUMOUT
Sheet 2 of 2

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1. ORIGINATING ACTIVITY (Corporate author) Charles W. Adams Associates, Inc. 575 Technology Square Cambridge, Massachusetts	2a. REPORT SECURITY CLASSIFICATION Unclassified 2b. GROUP
3. REPORT TITLE Applied Research on Implementation and Use of List Processing Languages	
4. DESCRIPTIVE NOTES (Type of report and inclusive dates) Final Scientific Report. Approved 27 May 1966; Period covered: January 1965-January 1966	
5. AUTHOR(S) (Last name, first name, initial) Salzman, Roy M. (PI) Flaherty, Thomas A. Ponton, Marlene E.	

6. REPORT DATE	7a. TOTAL NO. OF PAGES	7b. NO. OF REFS
May 1966	74	

8a. CONTRACT OR GRANT NO. AF19(628)-5026	9a. ORIGINATOR'S REPORT NUMBER(S)
b. PROJECT AND TASK NO. 4641, 02	
c. DOD ELEMENT 62405304	9b. OTHER REPORT NO(S) (Any other numbers that may be assigned this report)
d. DOD SUBELEMENT 674641	AFCRL-66-364
10. AVAILABILITY/LIMITATION NOTICES Notice No. ____	
11. SUPPLEMENTARY NOTES	12. SPONSORING MILITARY ACTIVITY HQ. AFCRL, OAR (CRB) United States Air Force L.G.Hanscom Field,Bedford,Mass

13. ABSTRACT

This final report on Contract No. AF19(628)-5026 contains a summary of the five major tasks performed during the one-year duration of the contract. The work performed consisted of: 1) a variable-precision floating-point package for the solution of problems requiring very high precision, 2) extension of and improvements to the software system developed under an earlier contract, 3) assistance in the implementation and validation of a LISP Compiler, 4) development of a program for powerful manipulation of symbolic text (TECO), and 5) specification of a set of generalized display routines for visual communication with the computer. All work done related to the M-460 research computer at AFCRL.

DD FORM 1 JAN 64 1473

Unclassified

Security Classification

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FLOATING-POINT						
COMPILER DEVELOPMENT						
LIST-PROCESSING						
TEXT MANIPULATION						
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